# Education

**Hampshire College**, Amherst, MA **[May 2015]**

Bachelor of Arts Degree

**Emerson Preparatory School**, Washington, D.C. **[June 2010]**

High School Diploma

# Skills

**General**: Game Design, 3D Animation, Modeling (High and Low Poly), Texture Painting, Rigging, 2D/3D art production, UI Design, Video Editing

**Software**: Maya, Unity 3D, Sculptris, 3D Coat, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Final Cut Pro

**Programming**: Python, Processing

**Operating Systems**: Mac, Windows

# Experience

## 3D Artist and Animator – *Word Snack HD* – Bit Films/Fay Games, *Amherst MA* [September – December 2014]

* Released on the App Store and Google Play in December 2014.
* Modeled the character Stella who has an opening chest mouth.
* Animated various actions for 3 out of the 5 game characters.

## Developer – *East Of West Of* – Hampshire College, *Amherst MA* [September 2014 – April 2015]

* Available to download on Mac and Windows PC.
* Designed, Modeled, Rigged, Textured and Animated all characters.
* Designed, Modeled and Textured all environment assets.
* Designed and produced all UI and 2D assets.
* Implemented all assets into Unity 3D engine.
* Programmed entire game with the use of Adventure Creator by ICEBOX STUDIOS.

## Game Designer, Lead 3D Artist and Animator – *Wandering* – Hampshire College, *Amherst MA* [April 2014]

* Designed and developed in 3 weeks as a part of the course *Interdisciplinary Game Project.*
* Directed execution of 3D art as one of the two artists in a 5-person development team.
* Designed terrain and modeled assets for 4 out of 5 worlds.
* Modeled, Rigged, Textured and Animated the frog, fish and butterfly characters.

## Computer Animation 1 Teaching Assistant – Hampshire College, *Amherst MA* [January – May 2015]

* Assisted the professor during class time.
* Helped students outside of class with their assignments.
* Organized and led workshops outside of class.

## Game Designer, Concept and 2D Artist – *5 College 24 Hour Game Jam* – Hampshire College, *Amherst MA* [*September 27th 2013*]

* Collaborated with others in a small group to develop a 2D free-running game in 24 hours.
* Designed and created 2D UI elements.
* Designed and created all backgrounds and obstacles.

# Other

**Languages:** Norwegian (Fluent)